

UNEASY WITHDRAWAL

SCENARIO ASL TAC3

Translated by Coastal Fortress Gaming Group



Victory Conditions:

The Japanese must exit more VP by the southern edge than the Australian player does, with a minimum of 10.

Mt. Owen-Stanley, New-Guinea, September 7, 1942:

The task force of General Horii resumed its advance after the battle known as "Chasm". The Japanese were then 80 km from their objective, Port Moresby. Blocking the road, the Australian troops were obliged to retreat, as they had done since August 16. But the Japanese soldiers were exhausted by more than one month of progression on the "Kokoda Trail" and combat at 3000 meters altitude. The ground which separated them from the southern coast was among the most hostile terrain. No white man had crossed the Kokoda Trail for twenty years! The diseases, the terrible conditions of functioning in the jungle, the lack of food and water transformed the courageous Japanese march into one of the worst martyrdoms of the Second World War. But the "Detachment of the South Seas" was still galvanized by its leaders in the pure tradition of Bushido, and General Horii remained determined to reach Moresby port. The Japanese soldiers, underfed and exhausted, maniacally continued to attack the Australians on the luxurious slopes descending to the south.

Board Placement:

36	34
	2

Balance:

● The Japanese reinforcements enter on turn 4

● The minimum VPto exit is 8












● Australian set up first [176]

● Japanese moves first [284]





1 2 3 4 5 6 7 8 END

Elements of the battalions Tsukamoto, Horie and Kurada (Kusunose regiment) [ELR:4] are placed north of row H { SAN:5 }:

 E 4-4-8	 I 4-4-7	 2-2-8	 1-1-1	 1-1-1	 8-0	 2-2-11	 LHM 1-1-1 2-2	 MTH 1-1-1 2-2
5	10			2			3	3









Infiltrated elements of Horie Battalion (Lt Salamoto)

enter on turn 3 between rows Q and W inclusive, by the western edge:

 E 4-4-8	 1-1-1	 LHM 1-1-1 2-2	 MTH 1-1-1 2-2
4			

Elements of companies A and B, 2/27th Battalion [ELR:3]

set up between rows I and Q inclusive { SAN:3 }:

 E 6-4-8	 I 4-5-7	 1-1-1	 1-1-1	 8-0	 MTH 1-1-1 2-2	 LHM 1-1-1 2-2	 MTH 1-1-1 2-2
4	12		2		2	3	3

Scenario Design: Robin Reeve & Théophile Monnier '91

SSR:

1. EC are wet with no wind. PTO Terrain rules apply (G.1).
2. Place overlay 2 in 34T2-T1.
3. The streams are shallow (B20.4).
4. All the Australian units can be placed in foxholes and two squads (or equivalent) can set up HIP.
5. Prisoners do not count for VP (remember that No Quarter applies; G1.621).

Aftermath: Day after day, the Japanese continued attacking the Australian units, emerging like devils from every direction. On September 7th, near the village of Efogi, the Australian rear-guard was attacked. The combat was reduced to violent man-to-man fighting under a flood of mortar shells, and again the "Aussies" withdrew under the pressure of the Japanese. But, at the beginning of September, the American-Australian forces pushed back an amphibious attack on Milne Bay (of New Guinea). This danger aside, columns then constantly began reinforcing the Australian defense. By September 17, Horii was stopped for good, within 48 kilometers of Port Moresby. For his troops that meant the impossible: to revive the nightmare of Mt. Stanley in the opposite direction. One month later, the survivors still found themselves on the Kokoda Trail, devouring the corpses of those who had fallen just to survive. While fighting step by step, the Australian soldiers had shown that they were the first that could beat the Japanese, even in the jungle.